



KINTSUGI

“Breakage and repair are part of the history of an object, rather than something to disguise.” - [Wikipedia](#)

We were created without flaw or blemish.

We are a group of: Golems ⇄ Robots ⇄ Monsters ⇄ Mutants

Who have been created: by Accident ⇄ to Serve ⇄ to Fight ⇄ to Live/Learn/Grow

But first we must: Escape a dangerous situation ⇄ Find our Master ⇄ Fulfill our Mission

When you attempt a difficult or dangerous action,

roll a 6-sided die under or equal

the relevant skill for that action.

You start out with only one skill: **Do Anything (2)**

When you fail a `Do Anything` roll,

describe how you modified yourself to become stronger.

You gain a new skill relevant to that action.

New skills start at (3).

When you fail using a skill *besides* `Do Anything`,

that skill increases by one.

If a skill reaches **6**, you're damaged

beyond repair in that area,

and can't use that skill anymore.

Example:

Lauren tries to kick down a door. She must roll the dice under 'Do Anything' (2).

Lauren rolls a 3, and breaks her leg. She wields her leg to be stronger.

New Skill: Kicking (3)